

Competition Rules for the South Dakota Regional Science Bowl

Eligibility Rules

1. Each competing team must consist of four student members and may also include one student alternate. To be eligible to compete, a student must be enrolled for the current school year in grades nine, ten, eleven or twelve at the team's school, and be less than 20 years of age or receive a special waiver from the Department of Energy. Teams of home school students are welcome to participate.
2. No school may compete in more than one regional competition. No student may compete on more than one team. Up to two teams from the same school may compete.

Competition Structure

3. The South Dakota regional contest will use a round robin format for the preliminary morning rounds and a double elimination format for the final afternoon rounds.
4. For the preliminary rounds, teams will be randomly drawn into eight groups. The number of teams in each group will be four if a full complement of 32 teams participates. Each team will play every team in its group.
5. The teams with the best win-loss records will advance to the double elimination. Teams that have the same win-loss record will break their tie using a knowledge ratio. The "Scheibe" Knowledge Ratio = (Sum of correctly answered toss up questions) divided by the (Sum of asked toss up questions).
6. The top eight teams from the round robin will advance to double elimination in the afternoon. Teams will be seeded into a double elimination flowchart based on the win-loss record and the Knowledge Ratio

Rules of the Game

7. Two types of questions will be used: toss-up and bonus questions. A toss-up question, which may be answered by any member of either team that is playing, must be answered correctly in order for a team to be offered a bonus question.
8. No consultation among team members is allowed on toss-up questions.
9. No team will have more than one opportunity to answer a toss-up question.

10. Questions are either multiple choice or short answer. The only acceptable answer to a multiple-choice question will be one of those read by the moderator.
11. Once read in its entirety, a question will not be re-read.
12. On toss-up questions, the first player on either team to activate the lock-out buzzer system wins the right to answer the question, except that no player may buzz in until AFTER the moderator has identified the subject area of the question.
13. Before answering the questions, the team member **must be verbally recognized** by the moderator. If not so recognized, their response is treated as a non-answer and the moderator will not indicate whether the answer was right or wrong.
14. On toss-up questions if a player on either team buzzes in prior to the question being read in its entirety it is called an "Interrupt". If a player interrupts and is verbally recognized by the moderator, the player may answer the toss-up question.
15. If a toss-up interrupt answer is given after being verbally recognized and is incorrect, the question is re-read in its entirety and offered to the opposing team. This is a penalty and 4 points are awarded to the opposing team. (See Rule #27)
16. Should a player answer a toss-up question before being verbally recognized or should consultation among any of the team members occur, any answer given is a non-answer (the moderator does not say whether the answer given was correct or incorrect) and the team loses the right to answer the toss-up question. The question is then offered to the opposing team. If it is an interruption and a non-answer, the question should be reread in its entirety to the opposing team. (See also rule #28)
17. On a toss-up question, the first answer given is the only one that counts. However, if a participant gives both a letter answer and a scientific answer, both parts must be correct.
18. If the answer to a toss-up question is wrong and the question was completely read, the other team is given the opportunity to answer the toss-up question. The second team is allowed a full 5 seconds to buzz in after the first team has answered incorrectly or has answered without being recognized, unless time expires.
19. The answer to the bonus question must come from the team's captain including when the question has been interrupted. Moderators should ignore an answer from anyone but the captain on the bonus question. Consultation among team members is allowed on bonus questions.

Timing Rules

20. The round is played until either the time expires or all twenty-five toss-up questions have been read. Regional competitions will have two 8-minute halves with a 2-minute break. Each half begins with a toss-up question.
21. After reading a toss-up question, the moderator will allow 5 seconds for the two teams to respond before proceeding to the next toss-up question. Timing begins after the moderator has completed reading the toss-up question. If a team member has not buzzed in before the allowed 5 seconds the timekeeper calls "TIME".
22. A participant who has buzzed in on a toss-up question must answer the question promptly after being verbally recognized by the moderator. After recognizing a participant, the moderator will allow for a natural pause (up to 3 seconds), but if the moderator determines that stalling occurred, the team loses its opportunity to answer the question and it is offered to the opposing team if eligible.
23. After a team member has answered a toss-up question correctly, the team is given the opportunity to answer a bonus question. The team will have 20 seconds to begin to give its answer to the bonus question. Consultation among team members is allowed on bonus questions.
24. On a bonus question, the signal "5 SECONDS" will be spoken by the timekeeper after 15 seconds of the allowed 20 seconds have expired. Additionally, the timekeeper will indicate the end of the 20-second bonus period by saying "TIME." If the team captain has not begun the response before the timekeeper calls "TIME," the answer does not count. If the team captain has begun the response, he/she may complete the answer.

Scoring

25. Toss-up questions are worth 4 points, and bonus questions are worth 10 points.
26. If a toss-up question is interrupted, the player recognized, and the answer is correct, the team will receive 4 points.
27. If a toss-up question is **interrupted**, the player **recognized**, and the answer is **incorrect**, 4 penalty points are added to the opposing team's score. The question is re-read in its entirety, and the opposing team has an opportunity to answer the toss-up question with the chance to answer the bonus question if correct.
28. If a toss-up question is interrupted, the player is NOT recognized and blurts out an answer; the result is a non-answer. No penalty points are awarded to the opposing team. The moderator will not indicate whether the answer was right or wrong and the question is re-read in its entirety to the opposing team.

29. If the moderator inadvertently gives an answer to a toss-up question without giving either team a chance to respond, no points are awarded and the moderator goes on to the next toss-up question.
30. If the moderator inadvertently gives the answer to a toss-up question before allowing the second team to respond (after an incorrect answer, or an answer given without the team member having been recognized) the next toss-up question will be read to the second team in place of the inadvertently answered question.
31. If the score is tied at the end of the regulation time period, a series of five toss-up questions will be used to break the tie. Interrupt penalties are in effect. If still tied, another five toss-up questions will be used, etc. until the advancing team is determined.
32. Both team captains shall sign the scoresheet at the end of each round.

Summary of Scoring:

Type of Question	Points Awarded
Toss-up	+4 points, & eligible for bonus
Bonus	+10 points
<ul style="list-style-type: none"> • Interrupted Toss-up • Recognized • Incorrectly Answered 	+4 penalty points to opposing team
Unrecognized Interrupted Toss-up or Unrecognized Toss-up	+0 points

Challenges (See also “Question Challenge Procedure”)

33. Challenges must be made before the moderator begins the next question. All challenges must come from the team members who are actively competing. The alternate and/or the coach may not object verbally or by signal. If either the alternate or the coach objects verbally or by signal to the active team members, the challenge will not be allowed. All decisions of the judges are final.
34. Should a question or challenge arise during a competition, the competition and the clock will be stopped until the question is resolved. Once the question has been resolved, the match will continue from that point. Should the moderator decide that some time was lost due to the interruption; the moderator has the right to put the appropriate amount of time back on the clock.

When Time Runs Out

If time runs out in the contest or half, the following rules apply:

The question has been read completely --

35. If the question has been completely read, but neither team has buzzed in, the game or half is over.
36. If the question has been completely read, a player has buzzed in and is recognized before answering, and gives a correct answer the teams gets to answer the bonus question. The half or game is then over.
37. If the question has been completely read in its entirety, a player has buzzed in and is recognized, but gives the wrong answer; or answers before being verbally recognized, the game or half is over.
38. If the question has been completely read, a player has buzzed and time is called before the player has been recognized, the moderator will verbally recognize the player. If the player gives a correct answer the team gets to answer the bonus question. If an incorrect answer is given or answer before being verbally recognized, the game or half is over.

The question has NOT been read completely before time runs out --

39. If the question has not been completely read by the moderator and neither team has buzzed in (interrupted), the game or half is over.
40. If a team member buzzes in before time is called, interrupting the reading of the question, is verbally recognized and answers the question correctly, the team gets to answer the bonus question. The half or game is then over.

41. If a team member buzzes in before time is called, interrupting the reading of the question and is verbally recognized, but answers the question incorrectly, penalty points are awarded, the question is re-read for the other team which is then given the chance to answer both it and, if correct, the bonus before the contest or half is over.
42. If a team member buzzes in before time is called, is not verbally recognized, and blurts out the answer, the answer is not accepted but no penalty points are awarded. The question is re-read in its entirety for the other team which, if it answers correctly, also is given a chance to answer the bonus question before the contest or half ends.

Miscellaneous Rules

43. The alternate may be substituted in only at the half.
44. No one in the audience may communicate with participants during the match; communication will result in ejection from the competition room for that round.
45. If someone in the audience shouts out an answer, the question will be thrown out (as will the person) and the moderator will proceed to the next question.
46. Prior to each match, the two team coaches will introduce themselves and the alternate to each other and will sit together in the back row of the competition room.
47. No notes may be brought to the competition table. Nothing may be written before the clock starts. Scratch paper will be provided at the beginning of each match and collected at half-time and at the conclusion of the match.
48. Calculators are not permitted.
49. Members of the audience will not be allowed to write (exception is Rule 46) or use any electronic recording or transmitting device, including digital cameras, during the match. If this occurs, the individual(s) will be asked to leave the competition room.
50. Coaches will be given an "All-Star Score Sheet" to mark correctly answered toss-up questions by his team members. These sheets are handed in to the timer at the end of the morning session.